

INTRODUCTION

Regimental Chess is nothing like a chess game: it is a battle fought by a division of chess pieces on a battlefield three times larger than in traditional chess. Because the individual pieces move the same as chess pieces (except the infantrymen), the game is easy to learn, but the considerations and strategies are entirely different.

Chess evolved as a game of warfare from 2500 years ago through the middle ages, by which time battles were primarily fought by individuals charging ahead of the ranks and seeking out other individuals to challenge for combat. It is therefore no wonder that pieces in chess move one at a time. But warfare, unlike chess, has long since evolved. Fighting and maneuvering is conducted by military units rather than individuals. Regimental Chess captures the essence of more modern battle, *for the player moves a number of pieces in each turn*. Strategies are concerned with the positioning and formation of battalions and regiments, the lines of communication among them, the use of superior firepower, strength in numbers, and the assault by cohesive battalions and regiments against forces in disarray.

The initial assault battalions are the four bishops and the fourteen infantrymen. It is their role to sacrifice themselves in order to break up the enemy formations and reduce their numbers in this bloody game of attrition. But if their formation is carelessly positioned or arrayed, they can be easily decimated in a single move by the regiment of two queens and four rooks - their prime target. The queens and rooks who survive the exchange then seek to checkmate the enemy king, but can be entirely frustrated by the four enemy knights.

GATHERING THE FORCES

Your set should contain the following:

- 16 INFANTRYMEN (but remember to use only 14)
- 4 BISHOPS
- 4 KNIGHTS
- 4 ROOKS
- 2 QUEENS
- 1 KING

It is important to remember that, when playing on a single board, set two infantrymen aside and don't use them. **Use only 14 infantrymen.** If you use 16 infantrymen on a single board, they will simply overpower the game.

Use 16 infantrymen only when playing on multiple boards with multiple armies.

VICTORY

The objective is to capture the enemy king. **See figure 1.** You cannot capture the king by surprise. You must call "check", then give the opponent a chance to get out of it. If they cannot do so, capture the king in your next turn.

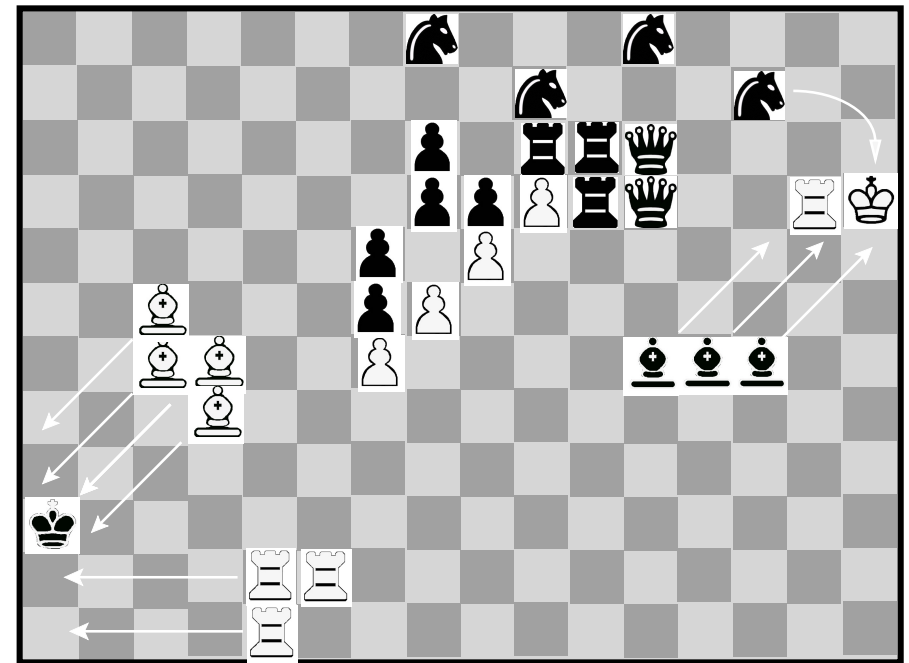


Figure 1

BEGINNING THE GAME

In the history of battle, approaching armies have rarely exactly resembled each other in formation and troop strength. Terrain and fortune grant advantages and impose disadvantages upon a general's command of his formations. Such formations do not guarantee victory or defeat, but are strong factors to consider in attack and defense.

There are two different approaches to setting up for the game: the masters' approach and the newcomers' approach.

THE MASTERS' APPROACH

Position the box top on its edge between the players across the middle of the board so that each player can set up his army out of the opponent's view. Each player may set up his or her army anywhere within the first seven rows in any formation desired. When both sides are ready, remove the box, take a look at what you're facing, and begin.

THE NEWCOMERS' APPROACH

With this option, each player lets the dice decide their beginning formation. Figures 2 through 12 show a variety of formations from which to commence battle. To choose a formation, each player must roll the dice to determine which number formation to set up according to. Don't worry if your color is White and the formation the dice chose for you happens to be shown in Black, or vice versa. Just set up your army in the manner shown by the figure.

Figure 2

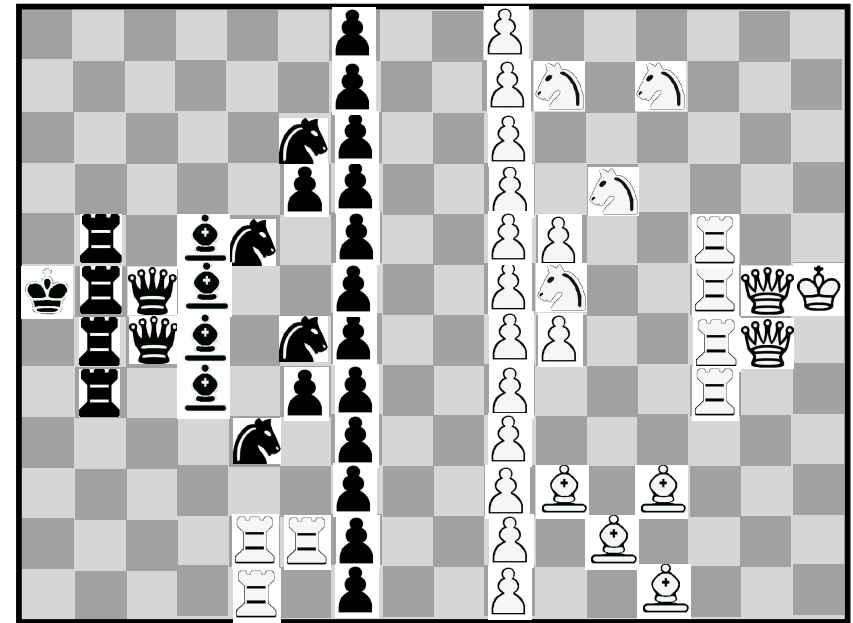


Figure 3

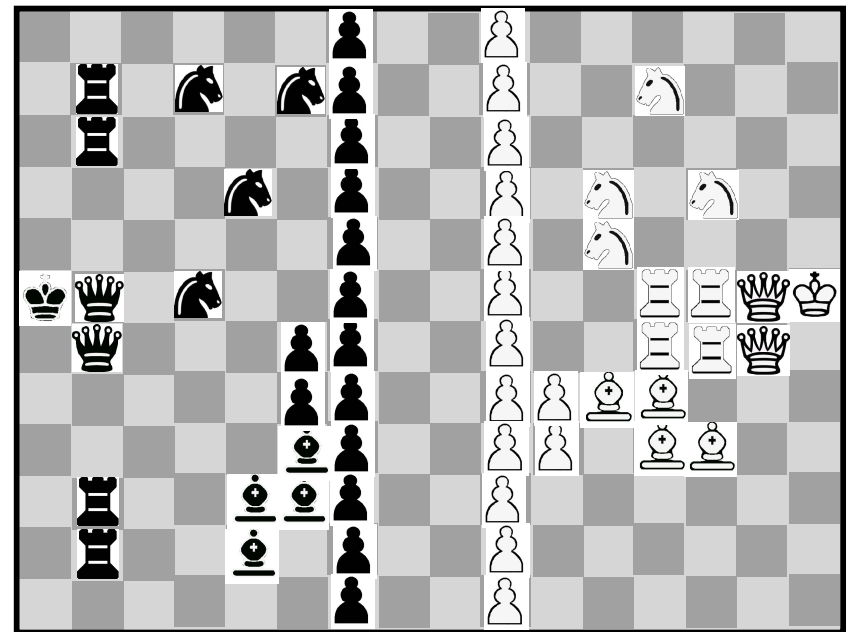


Figure 4

Figure 5

Figure 6

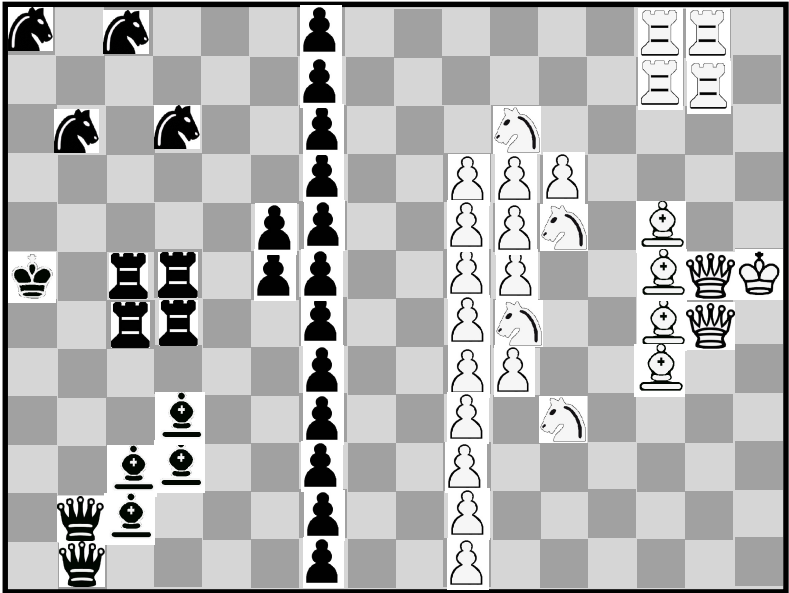


Figure 7

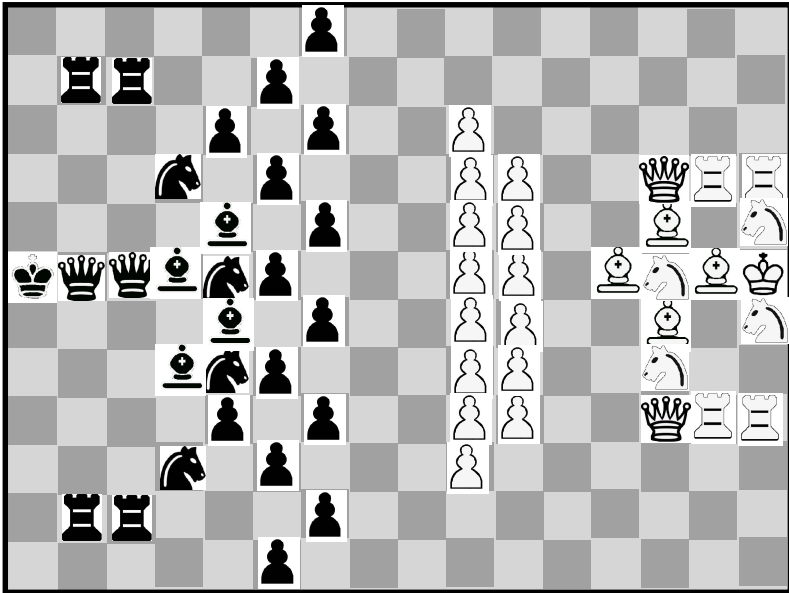


Figure 8

Figure 9

Figure 10

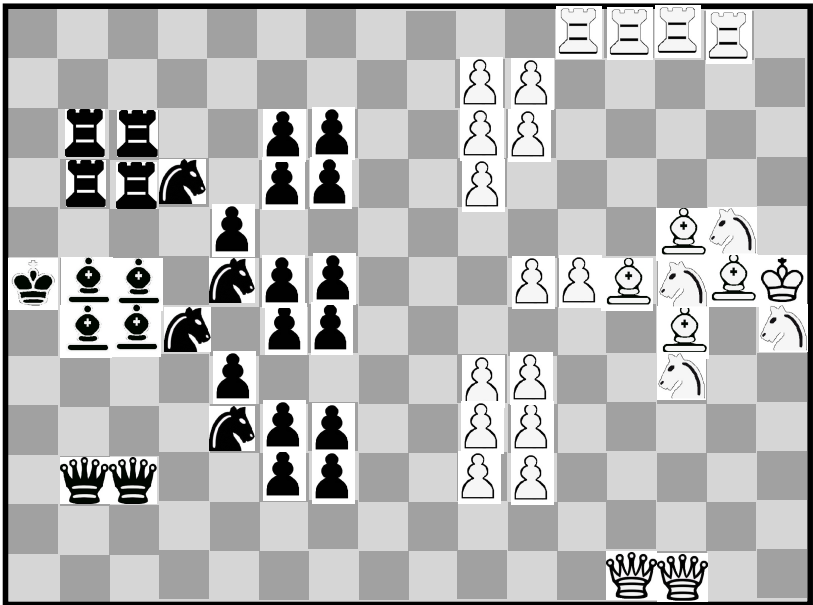


Figure 11

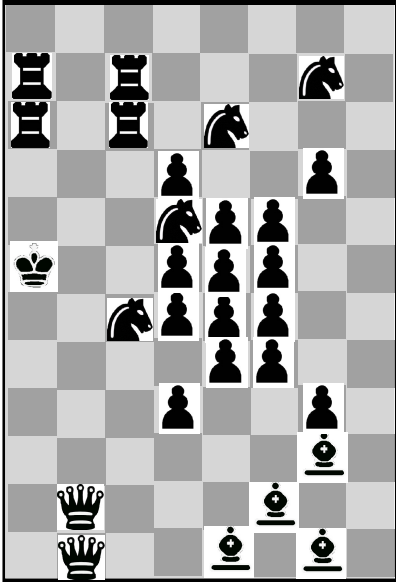


Figure 12

THE BATTLE BEGINS

White makes the first move. Then Black Moves. Then White, and so on.

HOWEVER, in the first turn, a player cannot move any piece further forward than the eighth row. In other words, the player can move any formation of pieces as long as no piece moves beyond the eighth row. As one example, a player may move his infantry and bishops in unison one space forward, thus stopping on the eighth row. In another example, a player moves his queens or rooks to a different position behind the lines in order to avoid a direct attack from opposing bishops. This allows each side a chance to readjust its forces in the event any valued pieces are exposed, as nobody can launch his first move against valuable pieces he or she sees exposed in the opponent's deeper ranks. You may move only one formation of pieces. You cannot rearrange your entire army.

THE MOVEMENTS

With the exception of the infantrymen, each individual piece moves and captures in exactly the same fashion as its predecessor in regular chess. See figure 13.

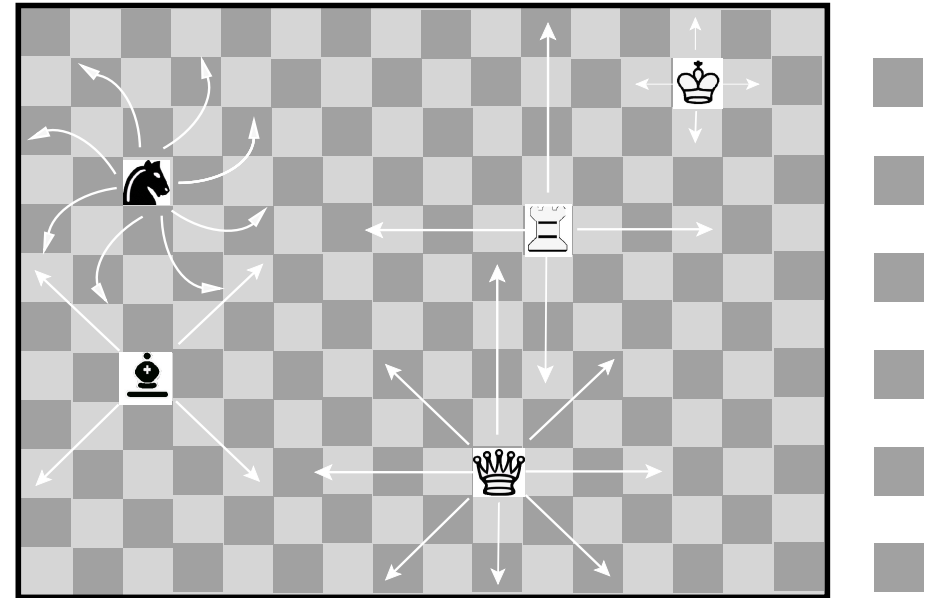


Figure 13

THE INFANTRY

The infantrymen are an adaption of pawns. Like pawns, infantrymen may only move forward one space at a time. Unlike pawns, however, infantrymen may move either diagonally forward or straight forward. Infantrymen may also capture enemy pieces that are either straight or diagonally in front of them. See figure 14.

When an infantryman reaches the last row of the board, it receives a "promotion". Once this occurs, the infantryman can now move and capture one space in **any** direction. Also, any and all infantrymen in the same unit attain the same promotion. Any infantrymen who later join with that unit also are promoted. Put another way, the first piece that reaches the last row can now move and capture one space in any direction. It is promoted. Any infantryman that touches a promoted piece also gets instantly promoted. This occurs even if the only infantryman to reach the last row has already been captured and removed from the board.

In figure 14, infantrymen 1 & 2 can now move and capture once space in any direction because infantryman 1 has reached the last row. They are both promoted. Likewise, once this promoted unit

rejoins with the unit formed by infantrymen 3, 4, 5, & 6, those infantrymen will also become promoted. The group can now move and attack one space in any direction.

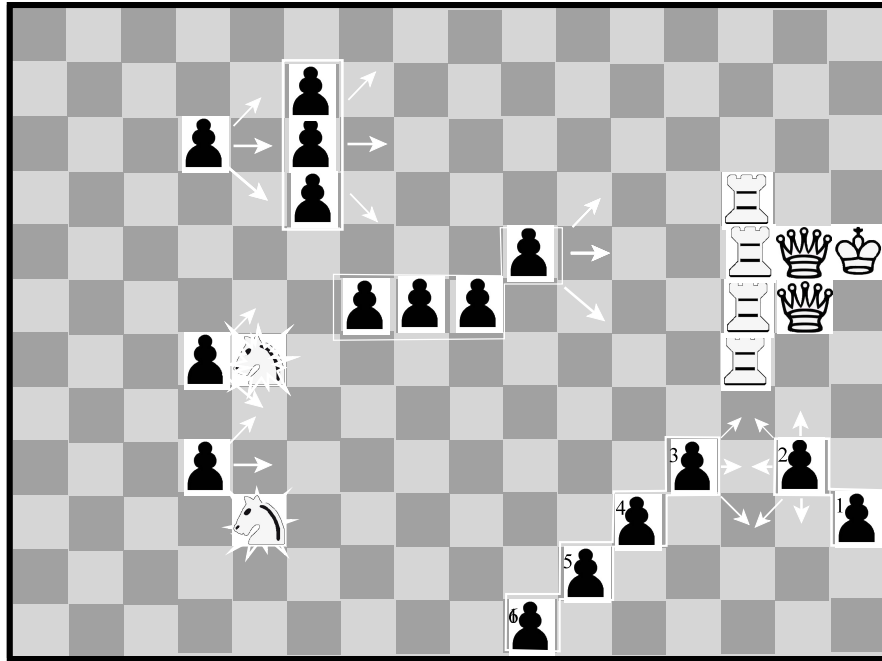


Figure 14

BATTALION - a considerable body of troops organized to act together

In this game, a battalion is a group of two or more similar pieces, such as multiple knights, bishops, rooks, queens or infantrymen which meets the two requirements below. If the requirements are met, they may move in unison in the same turn as a single formation.

The two requirements for movement in battalion:

- 1) The pieces must be **mutually supportive** or **touching** each other, AND
- 2) they must **maintain their relationship** during the move.

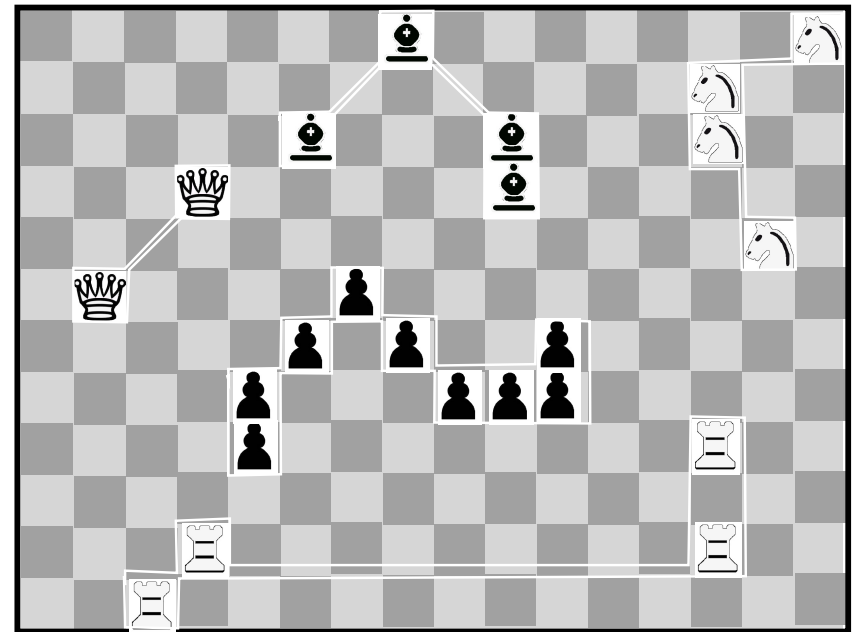
1a. “*Mutually Supportive*” - this means that the pieces are capable of protecting each other. In other words, they must be covering each other. I.E. if one bishop is captured, the other bishop can avenge it.

OR

1b. “*Touching*” - this means that two pieces stand on adjacent squares next to each other.

Figure 15 depicts various battalions. Note that some pieces are mutually supportive but not touching. Some pieces are touching but not mutually supportive. Some are both touching and mutually supportive. Either way, a battalion is formed and the pieces may move in unison. If no such relationship exists between them, they are not in formation and cannot move together.

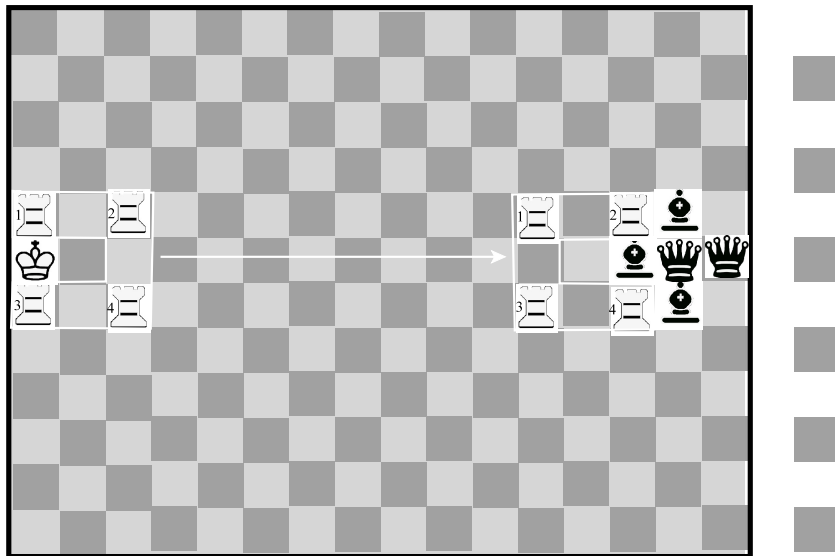
Figure 15



2) “*Maintain Relationship*” - this means that the pieces moving in battalion **must move as a solid unit**. They must each move exactly the same amount of spaces in exactly the same direction. They must remain in exactly the same position with respect to each other. At the end of the move, they must look the same in relationship to each other as they did at the beginning of the move. They must still all be either “mutually supportive” or “touching” at the end of the move.

Figure 16 provides an example. As the battalion of rooks moves down the board, they end up the exact same distance away from each other as when they began. Note that the *connections* can alter. At the beginning of the move, the center connection was between the two rooks on the right. At the end of the move, however, the center connection was held by the two rooks on the left. Nonetheless, there is still a mutually supportive relationship connecting all the rooks in a single unit. As long as there remains some kind of touching or mutually supportive relationship binding the battalion at the end of the move, it is valid, even if it is not the same bond as when the move started.

Figure 16



To reiterate, the move is valid as long as the pieces remain the exact same distance apart from one another and are either touching or mutually supportive.

KNIGHTS

Knights are an exception to the general rule regarding the movement of battalions. A battalion of knights may move in either of two ways:

1) All knights may move in the same direction. **See figure 17A.**

OR

2) When the first knight moves, the second knight moves onto the space left by the first, the third moves onto the space left by the second, the fourth moves onto the space left by the third. Thus, the knights follow one another. **See figure 17B.**

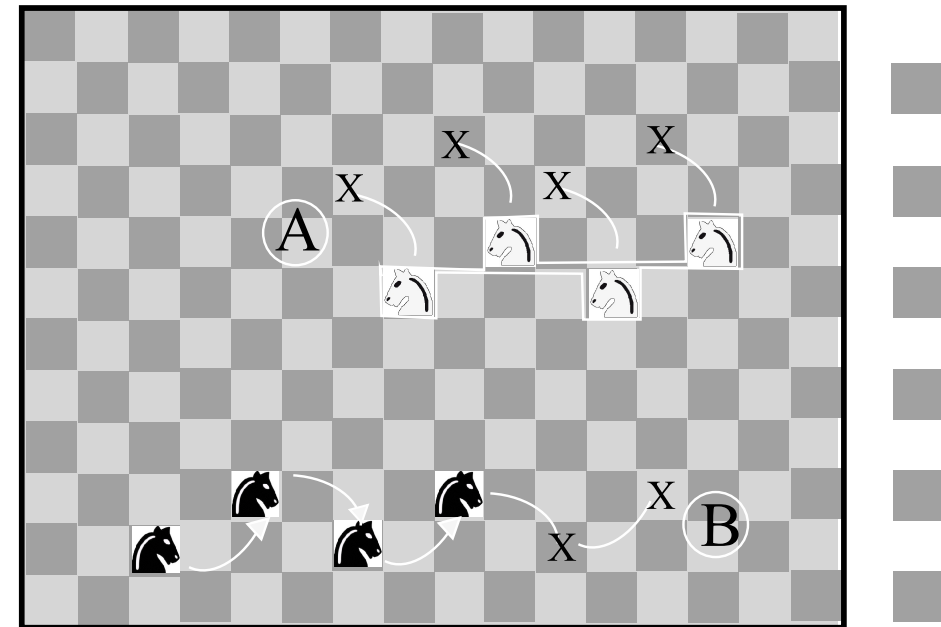


Figure 17 A & B

Figure 18 demonstrates the logical extension of this rule. Any knight may move onto any space to which any other knight in the same battalion is entitled to move. Notice how the knights of 18A have moved into the position at 18B.

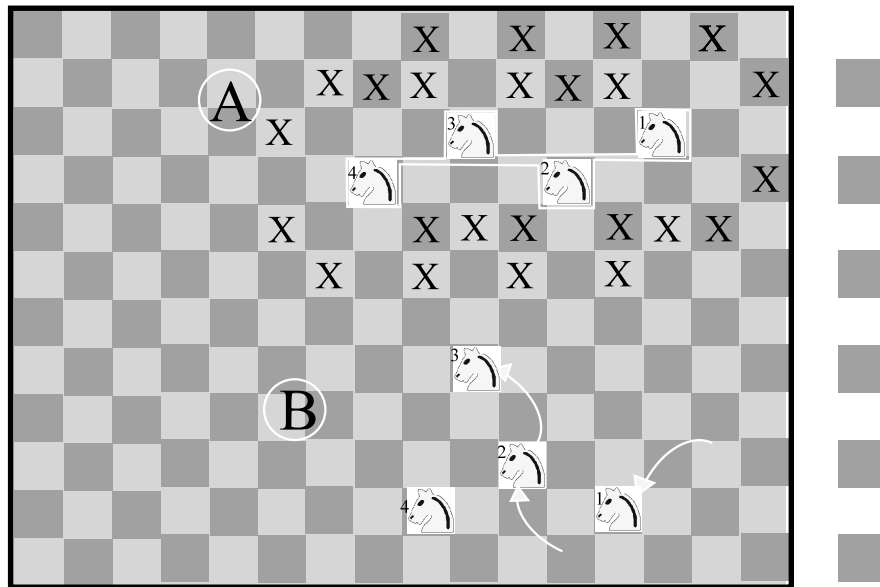


Figure 18

REGIMENT - a military unit consisting of a number of battalions

Pieces which are not of like kind may sometimes move in unison, as a single unit. To do so, they must meet three requirements.

- 1) The pieces must be either mutually supportive or touching;
- AND
- 2) The pieces must maintain their relationship;
- AND
- 3) The pieces must be compatible. "Compatible" means that they are capable of moving in the same direction.

Figures 19 and 20 show some examples.

Figure 19

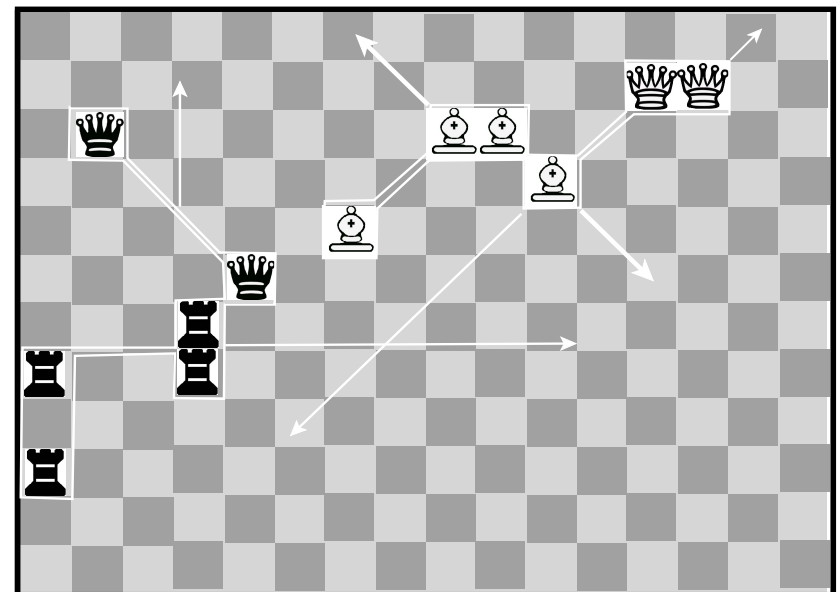
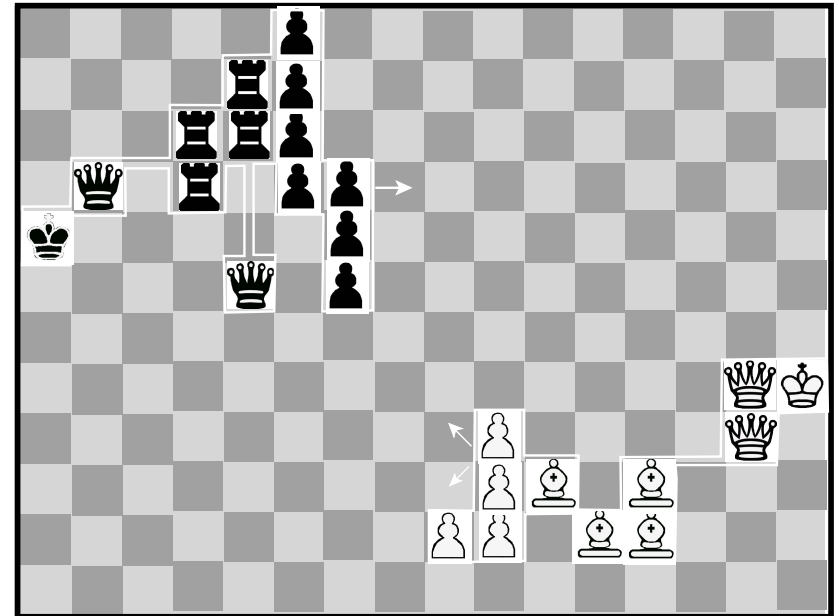


Figure 20

In other words, a regiment is governed by the same rules as a battalion, but different kinds of pieces can move in unison to the extent that they are compatible.

The following is a complete list of compatible pieces and how they can move together:

QUEENS MAY MOVE:

- one space in any forward direction (straight or diagonally) with infantrymen
- one space in any direction with promoted infantrymen
- one space in any direction with the king
- diagonally in any direction with bishops
- horizontally or vertically in any direction with rooks

A KING MAY MOVE:

- one space in any forward direction with infantrymen
- one space in any direction with promoted infantrymen
- one space in any direction with queens
- one space diagonally in any direction with bishops
- one space horizontally or vertically in any direction with rooks

ROOKS MAY MOVE:

- one space horizontally or vertically in any direction with a king
- horizontally or vertically in any direction with queens
- one space forward (straight only) with infantrymen
- one space horizontally or vertically in any direction with promoted infantrymen

BISHOPS MAY MOVE:

- diagonally in any direction with queens
- one space forward (diagonally only) with infantrymen
- one space diagonally in any direction with promoted infantrymen
- one space diagonally in any direction with a king

KNIGHTS MAY MOVE:

- only with other knights and no other piece

NOTE: Battalions and regiments may be formed, broken up and reformed at will from one turn to the next. You do not have to move an entire unit. Instead, you can move a part of a unit, as long as the pieces you are moving follow the rules set forth above (mutually supportive or touching/move exactly same spaces in same direction). Indeed, breaking up the opponent's formations weakens them and is key to winning. On the other hand, sometimes an opportunity can only be seized upon by leaving part of a formation behind.

CAPTURING

Captures follow three methods: singular, multiple broadside and multiple piercing.

1) “Singular capture” - Just like in regular chess, any piece may capture an enemy piece lying directly in its path and must stop on that space. See figure 21.

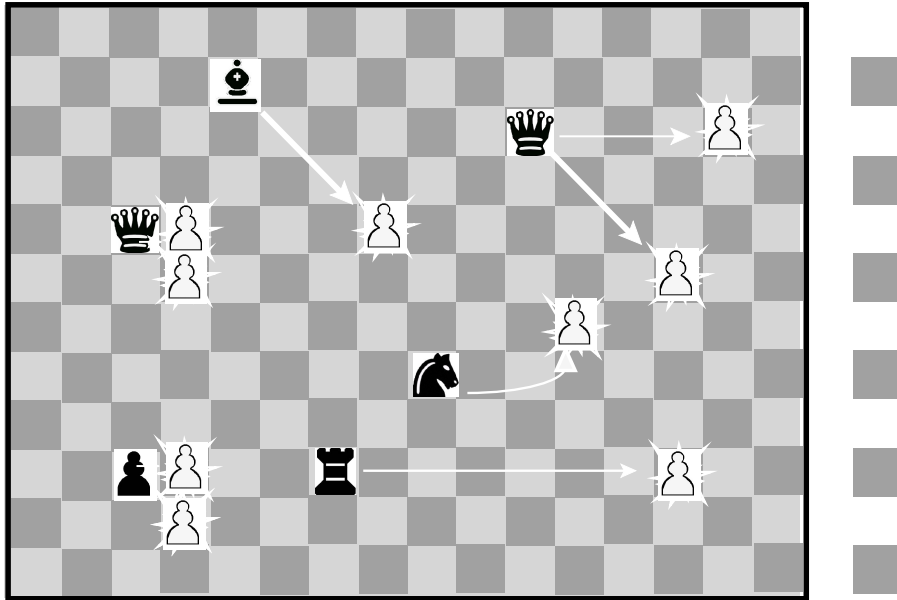


Figure 21

2) “Multiple broadside capture” - By this method, two or more pieces moving in unison capture enemy pieces lying directly in the path of each moving piece. See figure 22. Remember that the pieces must adhere to the requirements of battalion or regimental movement. A broadside attack involves pieces that are side-by-side.

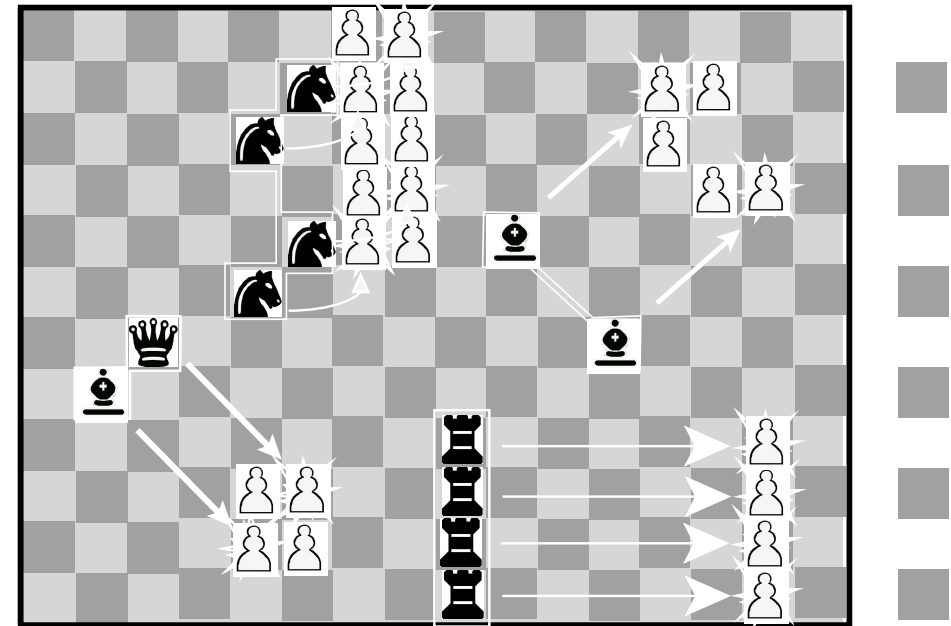


Figure 22

3) “Piercing inferior ranks” - This is also known as “superior firepower”. Captures which pierce enemy ranks are more complex, and are means by which the ranks of an inferior enemy are penetrated by superior firepower. Put another way, higher ranking pieces can overrun lower ranking pieces in their path and penetrate beyond them.

When piercing, the attacking pieces are in line, one behind another (rather than side-by-side). If the first attacking piece in line *outranks* the first enemy encountered, it may pass over it and move on to the next space or to the next enemy piece. For this to occur, it must be followed in line by another attacking piece moving behind it. The first piece then either captures the next enemy or occupies the next empty space. It is the second attacking piece that makes the capture and comes to rest on the spot where the captured piece formerly lay. Such piercing attacks may be made by two, three, four, five, etc. attacking pieces, piercing deeper and deeper into the enemy ranks. This may continue as long as each attacking piece outranks the enemy piece it is jumping over and the attacker is followed by another attacker in line behind it. As soon as any attacking piece meets an

enemy piece of equal or greater rank, it may capture that piece but the piercing attack must stop there. **Figures 23, 24 and 25** illustrate. In each piercing capture shown, the attackers move as far as they possibly can.

To pierce, an attacker must:

1) outrank the enemy it jumps over,

AND

2) be followed by another attacking piece in line behind it, to occupy the space vacated by the captured enemy. This may continue as long as there are more attacking pieces in line that follow.

The following is a list of rank from highest to lowest:

Queens

Rooks

Bishops and Knights

Infantrymen

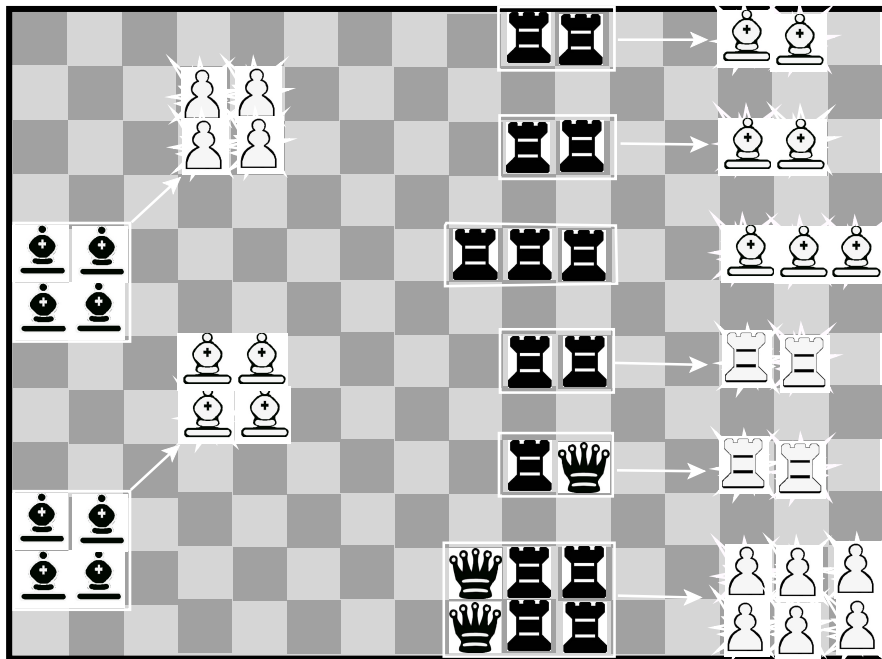


Figure 23

Figure 24

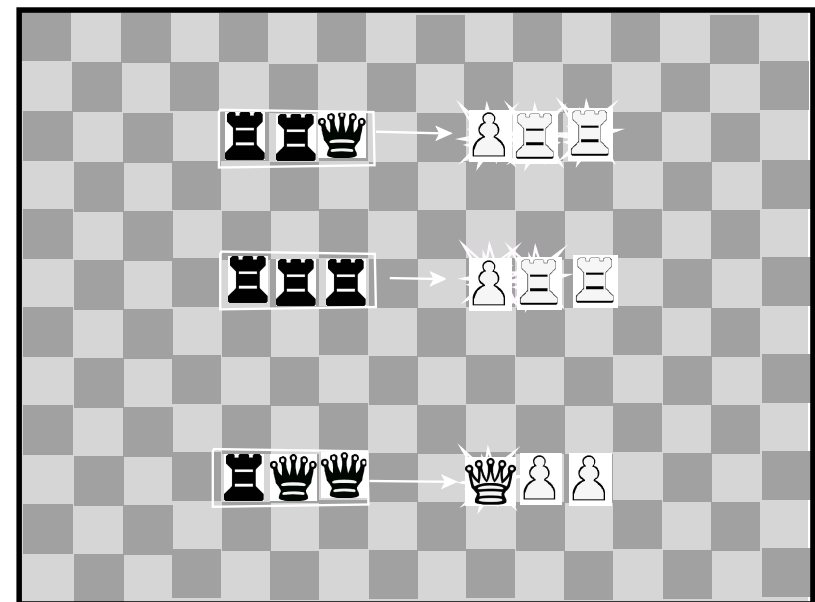
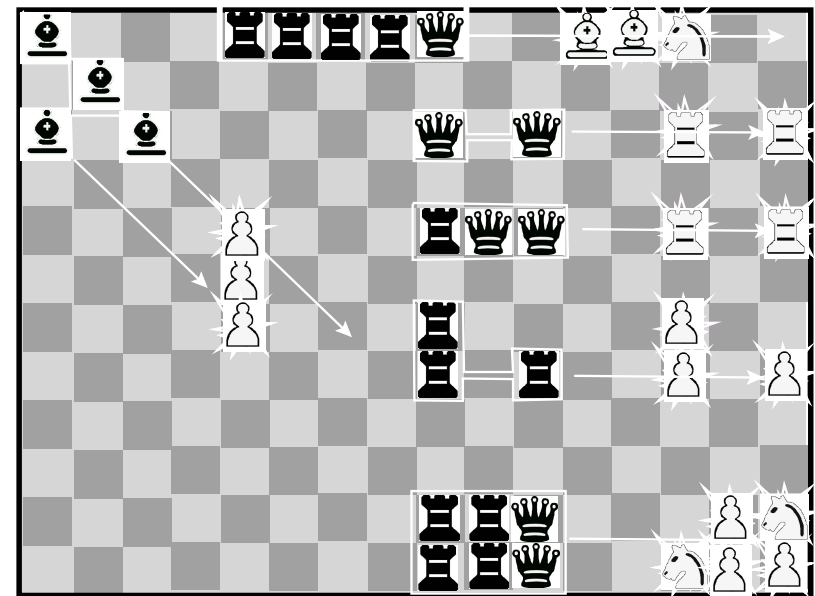


Figure 25

Second Special Rule: Infantrymen have limited capturing ability. No more than one infantryman may capture an enemy piece in any given turn. **Figure 26** demonstrates that sometimes a choice must be made as to which single infantryman will make a capture. Other infantrymen may then follow in the footsteps of the advancing piece.

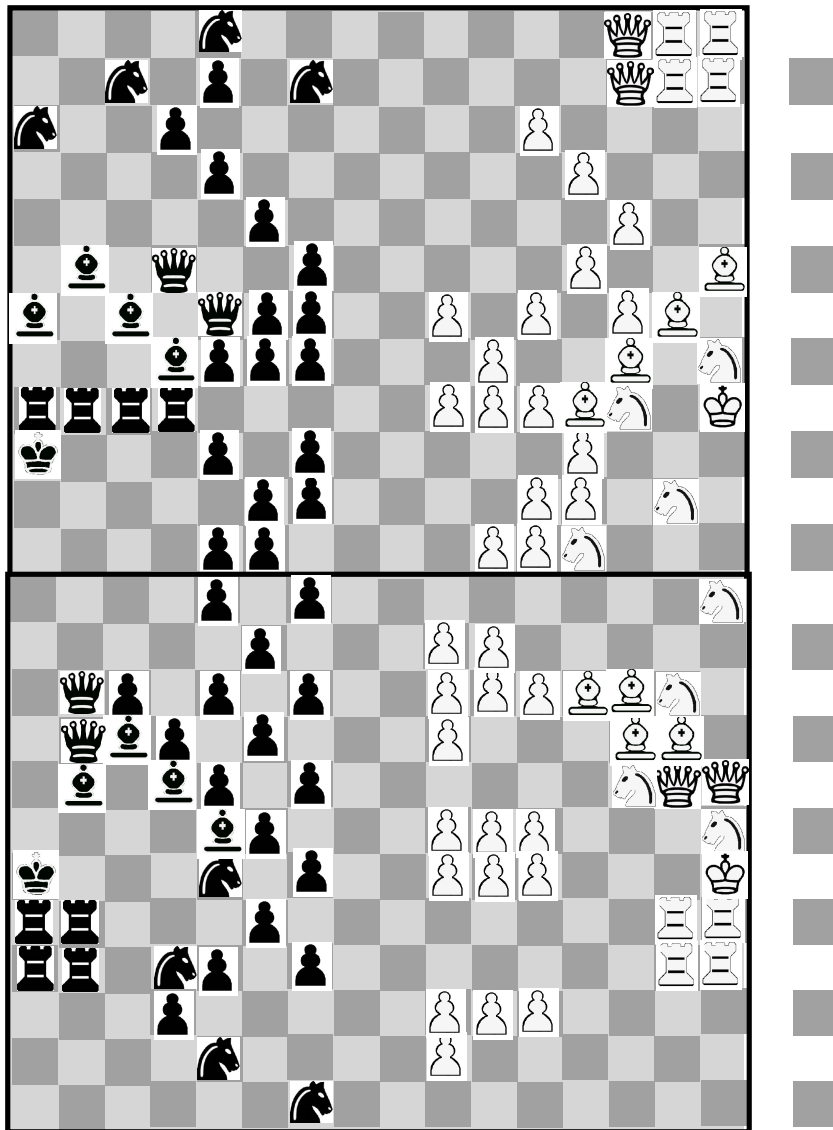
side-by-side to make one large field. There is a White side and a Black side, but note that your pieces each also have a secondary color. This way, each side will have different colored divisions, or armies. For example, Black might have a red division, a blue division, a yellow division, a green division, etc.

When arranging your armies, **make sure you use all 16 infantrymen, instead of the 14 that you use in a single board game.** You'll need the extra two infantryman to fill out the flanks and make the infantry more than simple obstructions. **Figure 27 depicts** an example of Regimental Chess set up on two boards, with two White armies facing two Black armies.

White takes the first turn. Then Black takes its turn. Then White, and so on. As with single division Regimental Chess, no piece can move past the eighth row in its first turn. This allows each side a chance to readjust its forces in the event any valued pieces are exposed. By way of example, a valid first move might be advancing the entire infantry forward, along with bishops, queens or rooks that are in formation with that regiment, so long as no piece moves beyond the eighth rank. Another valid move would be to move rooks, knights, queens or bishops to prepare for an expected assault.

When a side takes a turn, each division (or army) commands a move. As an example, it is Black's turn and Black has four divisions - a red division, a blue division, a yellow division, and a green division. Four divisions means four moves in a single turn. A piece from each division is moved. When a given piece is moved, other pieces in that unit may also move with it (as a battalion or regiment).

Figure 27



Here's an example:

Say that the infantry of three divisions meet the requirements of a battalion because there is an unbroken line touching one to another. They may all move one space forward under the command of a single division, (i.e. red). That is one move.

The bishops of three divisions are also joined into a singular unit, because some are touching and others are mutually supportive. They may also be moved under one command, for example, blue's command. That is a second move.

The queens and rooks of all four divisions have formed another singular unit. They move under green's command. That is a third move.

The knights of three divisions also happened to have been linked into a singular battalion. They may all be moved together under the command of the last division that has not commanded a move, in this case, yellow's (provided, of course, that a yellow piece is part of the formation moved). Thus, one side has taken its turn with four moves - each division commanding a move. It is then the opponent's turn and he can make one move for each of his divisions (i.e. four divisions make four moves).

Remember these rules:

1. To move any particular battalion or regiment under the command of a given division, at least one piece from that division must be part of the unit moved;
2. Each division can make only one move under its command in a single turn. For example, the green division cannot command two moves during a single turn.
3. No piece can ever be moved twice in the same turn.

Another special note:

Remember that only one infantryman may capture an enemy piece in any given turn. This means one infantryman in each division may make a capture. If there are infantrymen from multiple divisions moving together, one from each division may capture an enemy piece.

CAPTURING AN ENEMY KING

To capture an enemy king, the attacker must announce that the king is in check. The attacker cannot capture the king if, upon his turn, he discovers that he inadvertently holds the king in check. He must first call “check” and identify the king in check during his turn. The other player may try to get the king out of the threat during his own turn. If the checked king cannot escape, then the attacker may capture the king during his next turn.

In Regimental Chess, you capture the opposing king. You do not simply checkmate him.

Once the king of any particular division is captured, that entire division is removed from the field. I.E., White’s green king is captured from the left flank of the board. When that occurs, White’s entire green division is removed from the field no matter where they are.

Removing the captured king’s division occurs at the end of a side’s turn. You cannot remove a division, then take advantage of the suddenly empty space to attack additional pieces that were not previously under threat.

If a division is lost, a move is also lost during each turn. For example, Black still has four divisions, and may make four moves each turn. White, however, now has only three divisions and can therefore make only three moves each turn.

ANOTHER SPECIAL RULE

You can only capture an opposing king when you threaten it directly, with no pieces between the potential attacker and the target king. You must call check and give the opponent a turn to try to evade the capture or at least fight back with one last stand. You cannot move pieces under one command out of the way then use the open avenue to attack a king with other pieces moving under a different command.

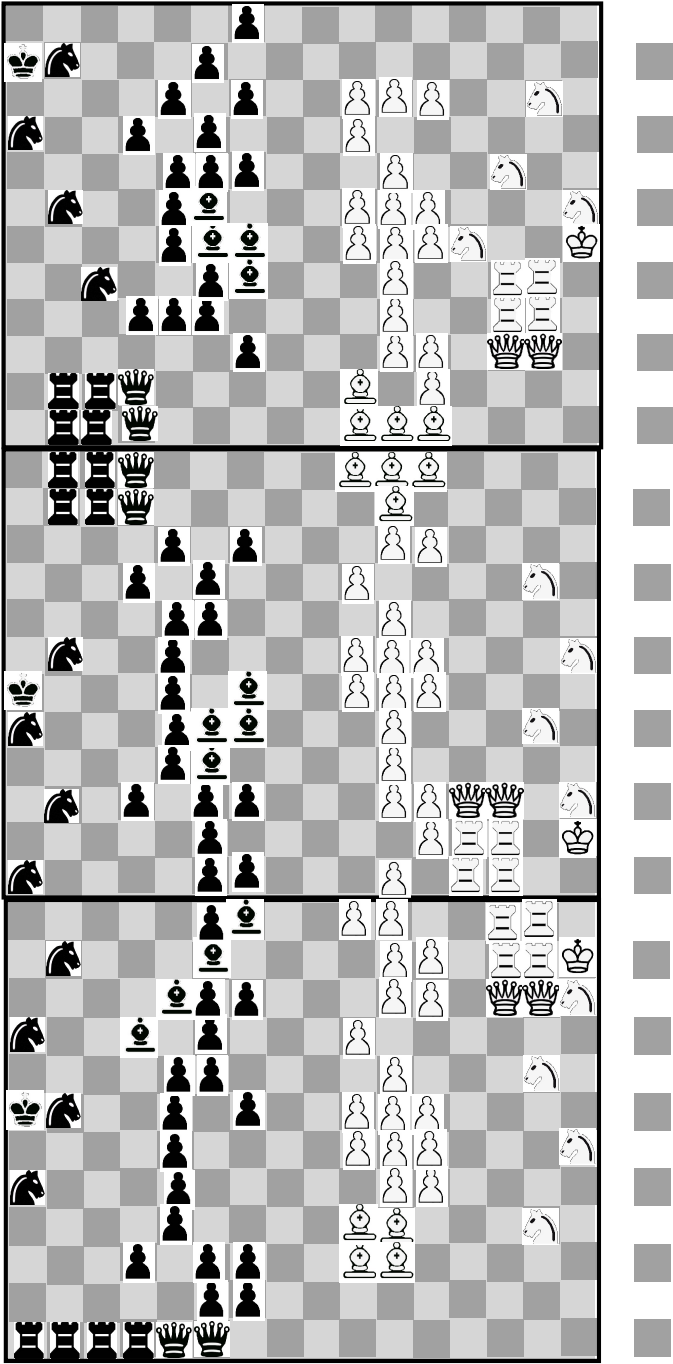
Say that you have a regiment of rooks and queens that have broken into the ranks of the opponent’s rear. Say also that these rooks and queens are from four different divisions, red, blue, green and yellow. This means that the entire regiment can move as a single unit under the command of any one division. It also means that this group of pieces can fight in two, three or four different directions under separate commands. Be as clever as you want in separating this unit

and attacking in different directions against any opposing piece ... except kings. You cannot, for example, move rooks under blue’s command and open a sudden path for queens under red’s command to capture a king (in a diagonal move). You may, however, move the rooks out of the way under one command, then move those queens up to the space adjacent to the victim king, call “check” and give the opponent a chance to evade the threat. You capture the king in the next turn.

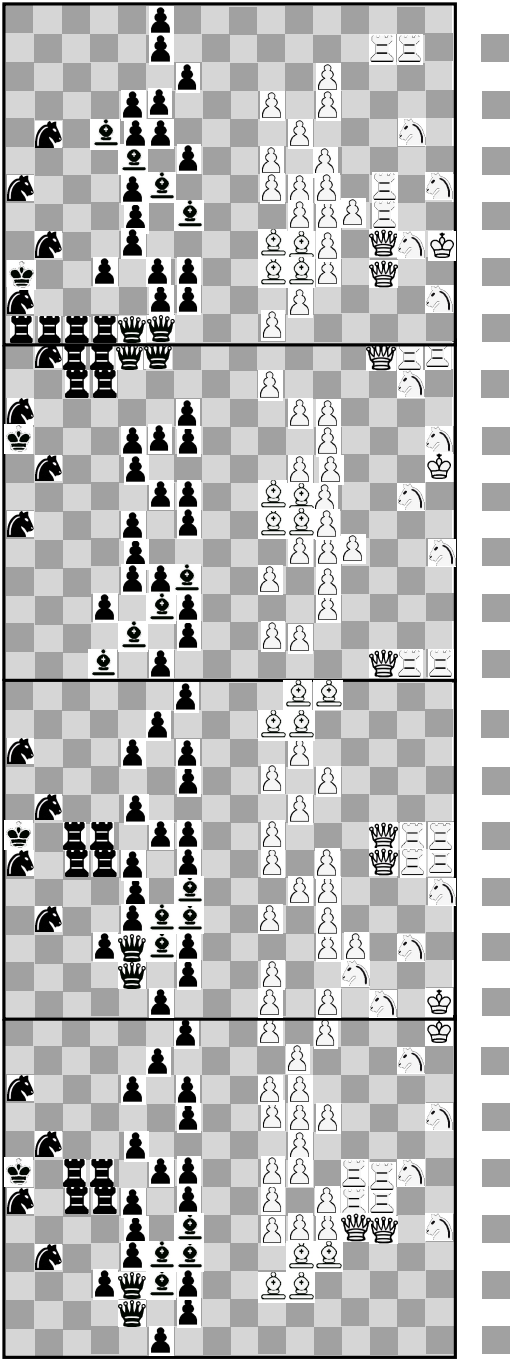
VICTORY

Victory comes when all of one side’s kings are captured and its divisions are removed.

Three Division Regimental Chess



Four Division Regimental Chess



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